

WHAT IS CLAIMED IS:

1. An apparatus for interfacing with a user comprising:  
a first manipulandum to provide a first type of input from the user to a computer program; and  
a second manipulandum disposed in close proximity to the first manipulandum to provide a second type of input from the user to the computer program.
2. The apparatus according to claim 1, wherein the first manipulandum comprises a joystick.
3. The apparatus according to claim 1, wherein the second manipulandum comprises a joy pad.
4. The apparatus according to claim 3, wherein the first manipulandum comprises a joystick.
5. The apparatus according to claim 1, wherein the first type of input comprises directional input parallel to a base plane and the second type of input comprises directional input perpendicular to the base plane.

6. The apparatus according to claim 1, wherein said first type of input comprises continuous input and said second type of input comprises discrete input.
7. The apparatus according to claim 3, wherein said joy pad includes one or more inputs.
8. The apparatus according to claim 4, wherein said joystick extends upward vertically from a center of the joy pad.
9. The apparatus according to claim 4, wherein said joystick includes a circular top.
10. The apparatus according to claim 9, wherein the joy pad includes one or more inputs, and the circular top has a radius that extends almost to a beginning of the one or more inputs of the joy pad, whereby a user can move the joy stick and depress one input of the joy pad with a single digit.
11. The apparatus according to claim 10, wherein the circular top includes a beveled edge.
12. An apparatus for interacting with a computer comprising:  
a multifunction switch including a plurality of buttons to accept one or more discrete inputs from the user; and

a joystick input device disposed in close proximity to the multifunction switch to accept continuous input from the user.

13. The apparatus according to claim 12, wherein the joystick is disposed in a center of the multifunction switch.

14. The apparatus according to claim 12, wherein the multifunction switch includes a plurality of discrete inputs disposed in a cross pattern.

15. The apparatus according to claim 12, wherein the multifunction switch comprises a plurality of discrete inputs disposed in a circular pattern.

16. The apparatus according to claim 12, wherein the multifunction switch comprises a plurality of discrete inputs disposed in a star pattern.

17. The apparatus according to claim 12, wherein the joystick includes a knob disposed on a top of the joystick, said knob having a circular top and extending in radius to the plurality of discrete inputs.

18. A method for interfacing a user and a computer program comprising:  
coupling a joystick to a computer interface to provide first input from a user to a computer program executing on a computer;

coupling a joy pad to a computer interface to provide second input from a user to the computer program executing on the computer; and

disposing the joystick in close proximity to the joy pad so that a single user's digit can manipulate both the joystick and one or more buttons or positions on the joy pad.

19. The method according to claim 18, further comprising:

performing predetermined operations in the computer program from a combination of inputs from both the joystick and the joy pad.

20. The method according to claim 18, wherein the joystick is disposed in a center of the joy pad.

21. The method according to claim 18, wherein the joy pad includes a plurality of inputs disposed in a cross pattern.

22. The method according to claim 18, wherein the joy pad comprises a plurality of inputs disposed in a circular pattern.

23. The method according to claim 18, wherein the joy pad comprises a plurality of inputs disposed in a star pattern.

24. The method according to claim 18, wherein the joystick includes a knob disposed on a top of the joystick, said knob having a circular top and extending in radius to the plurality of directional inputs.

25. The method according to claim 24, wherein the knob includes a beveled edge.

26. The method according to claim 18, wherein the joy pad includes a touch pad.

27. An electronic control device comprising:  
a joystick; and  
a joy pad positioned around the joy stick.